Requested

REVISED PROPOSED CLAIM AMENDMENTS
(FOR DISCUSSION PURPOSES ONLY)

55.   (Proposed Amendment) A centralized gaming system, comprising:

a central server system storing a plurality of games of chance; and

at least one remote display terminal linked to the central server system, the at least one

remote display terminal including a display, a processor, and an accounting meter,

and in response to any credits on the accounting meter being redeemed and the at

least one remote display terminal being idle for a predetermined period of time,

the processor ~~display displaying~~ causing the display to display a plurality of game

selection indicia corresponding to the plurality of games;

wherein in response to one of the games being selected for play according to the game

selection indicia displayed at one of the at least one remote display terminal, the

processor executes software for the selected game ~~is executed~~ to randomly select

an outcome[[,]] and the outcome is visually represented on the display of the one

remote display terminal, the processor causing the display of the one remote

display terminal ~~displaying~~ to display the selected game until any credits on the

accounting meter have been redeemed and the one remote display terminal has

been idle for the predetermined period of time.

71.   (Proposed Amendment) A method of executing a game of chance, comprising:

12950539.1

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Inventor: John J. Giobbi
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providing a central server system storing a plurality of games of chance and including a play engine;

providing at least one display terminal remote from and linked to the central server system, the at least one remote display terminal including a display, a processor, and an accounting meter;

in response to any credits on the accounting meter being redeemed and the at least one remote display terminal being idle for a predetermined period of time, displaying, according to the processor, a plurality of game selection indicia on the display, the plurality of game selection indicia corresponding to the plurality of games;

receiving, according to the game selection indicia at one of the display terminals, a player's selection of one of the games to be played at the one display terminal;

executing, by the processor, software for the selected game to randomly select an outcome;

visually representing the outcome on a display of the one of the display terminals; and

displaying, according to the processor, the selected game on the display until any credits on the accounting meter have been redeemed and the one display terminal has been idle for the predetermined period of time.